

The cover art features a central figure, Ainz Ooaltes, in a dynamic pose, wearing his iconic red and black armor and a large red cape. He is surrounded by his four loyal subordinates: the blonde-haired Shalltear Bloodfallen, the pink-haired Cocytus, the blue-skinned and horned Demiurge, and the orange-haired and armored Albedo. They are all looking towards the viewer with serious expressions. The background is dark and atmospheric, with hints of a gothic or fantasy setting. The overall color palette is dominated by reds, oranges, and blacks, creating a dramatic and intense feel.

2

OVERLORD

Original Story:
Kugane Maruyama

Character Design:
Masahiro Nozono



Art:
Hugin Miyama

Scenario:
Satoru Uchiha



— THE RE-ESTIZE KINGDOM,
THE FORTRESS CITY
E-RANTEL



IT'S
TH...

...THE
DARK
WARRIOR
...





OVERLORD

Episode: 05

Original Story
Kugane Maruyama
Character Design
Shinya Shinozaki

Original Character Design
Miyamoto Miyama
Script
Shinya Shinozaki

OVERLORD

Original Story:
Kugane Maruyama

2

Art:
Hugin Miyama

Episode:05

0 0 1

Episode:06

0 4 5

Episode:07

0 8 1

Episode:07.5

1 2 5

Special

1 3 7

OVERLORD

2

Original Story:
Kugane Maruyama

Character Design:
so-bin



Art:
Hugin Miyama

Scenes:
Satoshi Oshio



Feeling at a loss due to all the sudden changes, he nonetheless takes stock of his situation and feels it's not worth returning to his own world. Then, hoping that perhaps some of his old guildmates were also transported here, he decides to make a name for himself throughout this new world so that they can find him.

With this goal in mind, Momonga is investigating things in the area when he discovers a village being overrun by mysterious soldiers. He intends to ignore it, but after remembering wise words his guildmate Tough Me once said to him, he heads out to save the day. Partway through, he meets the captain of the Re-Estize Kingdom's Royal Select, Gazef, who is also fighting on the side of the villagers. Momonga admires his strong will.



AND I HAVE TO SAY



WHAT IS THE WORLD AND HOW DOES IT WORK? YOUR QUEST?

When Gazef is almost defeated by the captain of the Slave Theocracy's Sunlit Scripture, Nigun, Momonga jumps in to save him. He defeats Nigun without a struggle and earns the respect and gratitude of the villagers.

After the battle, Momonga decides to take his guild's name, Ainz Ooal Gown, as his own. He begins plotting how to improve his reputation in order to reunite with his former guildmates.



WHAT MAY BE IN THIS WORLD

IS THAT THEN REACH ANY FORMER GUILD MEMBERS



WE CAN GET TO THE BOTTOM OF THIS



WELL, SURE



—MOMONGA—
 GAZEF?

The protagonist, Momonga, is a player of the massively popular DMMO-RPG Yggdril. He is guild master of Ainz Ooal Gown, one of the greatest guilds in the game. But time has passed, and Yggdril faces the closing of its servers. Abandoned by his old guildmates, Momonga sits alone in their headquarters, the Great Tomb of Nazarick, waiting for the shutdown.

However, once the shutdown time passes, something odd happens. The world of the game hasn't disappeared. As Momonga wonders if the shutdown was postponed, Albedo, who was supposed to be an NPC, smiles at him and asks what's wrong. The other NPCs are also very animated and have conversations with him as though they can think for themselves.



IT WAS THE SHUTTING DOWN



IS THERE ANY POINT IN YOUR BLISS TO BURN A REPLY



THE SHUTTING DOWN OF THE WORLD

Seeing all the NPCs moving around as if they're alive, Momonga figures that something strange must be going on. He orders the NPC Sebas to investigate the Tomb's surroundings. It turns out that Momonga was not sucked into the game world but was transported to another world entirely.



**Mare Bello
Fiore**

Ainz's own daughter with the skills of a druid. He's so timid, he's practically shaking half the time, and he can't seem to compete with his sister. He's dressed like a girl because his creator wanted him to be.

Mare Bello Fiore



**Aura Bella
Fiora**

A beast tamer-ranger dark elf girl. She looks young, but she's seventy-six. Even so, she's as innocent and sparky as she appears. She's dressed like a boy because her creator wanted her to be.

Aura Bella Fiora



Demiurge

A demon in charge of strategic planning, and the brains of Nazarick with the nickname, "Counselor of the Inferna." Behind his well-mannered demeanor lurks his true cold-blooded nature. He's a grotesque with multiple forms.

Demiurge

**Ainz
Ooal Gown
(Momonga)**

The protagonist and ruler of the guild Ainz Ooal Gown. In order to spread that name, he takes it on for himself and abandons his own name. Glad to wear black armor, he plans to gather information as an adventurer under the name "Momon."

Ainz Ooal Gown



Sebas Tian

The stern old butler who manages Nazarick's affairs. Like the floor guardians, he is often roped into helping carry out Ainz's plans.

Sebas Tian



Cocytus

An earnest warrior with the body of a giant insect. He owns twenty-one types of weapons and uses them deftly with his four arms. Enemies are intimidated by his spiked tail.

Cocytus



**Shalltear
Bloodfallen**

A True Vampire who is superhuman at both melee and magical combat. Since her creator was into games with pretty little girls, the way she talks and acts borders on condescending. Her boasts look big, but they're fake.

Shalltear Bloodfallen



Albedo

A succubus who runs administrative operations. Her stats are focused on defense. She's crazy about Ainz because he edited her backstory code and made it so that she was in love with him.

Albedo



MY NAME IS MOMON.

AINZ-SA—

NO.

AND YOU'RE NOT NARBERAL GAMMA OF THE PLEIADES, BUT **NABE**, MY ADVENTURER FRIEND.



UNDERSTOOD, MOMON-SA—

...N.

IN THIS LAND, I AM "MOMON THE DARK"—**AHEM!**

I MEAN, "MOMON," AND YOU'RE MY PARTNER.

LEAVE OFF THE "SAMA"— THAT'S AN ORDER...

PLEASE EXCUSE THE ERROR, MOMON-SAMA!



—AND THE NEXT REPORT IS...

—A FEW HOURS AGO...



WELL, WHAT-EVER...

YOU CAN JUST CALL ME "MOMON," BUT...

— GREAT TOMB OF NAZARICK, OFFICE



...SHALLTEAR
WOULD LIKE TO
SPEAK WITH
YOU.



AINZ-
SAMA

...I HOPE
YOU ARE
WELL.

YOU TOO,
SHALLTEAR.

...RIGHT NOW,
AIND-SAMA AND I
ARE DISCUSSING
THE FUTURE OF
THE GREAT TOMB
OF NAZARICK.

COULD
YOU NOT
BOTHER
US?

...YOUR
MAGNIFICENT
FORM, OF
COURSE.

I
CAME TO
SEE...

WHAT
BRINGS
YOU TO MY
QUARTERS
TODAY?

...FOOD SO
PUMPED FULL OF
PRESERVATIVES IT
DOESN'T HAVE AN
EXPIRATION DATE
IS NO DIFFERENT
FROM POISON,
NOT.

I THINK I'M
STILL ON THE
SAFE SIDE.

DON'T BE SO
DISAGREABLE.
MS. OVER
THE HILL
(ARE YOU IN A
HURRY BECAUSE
THE EXPIRATION
DATE HAS
PASSED?)

...IT'S
BASIC
POLITENESS
TO GREET
SOMEONE
BEFORE
STARTING
YOUR
BUSINESS.

...DO YOU
EVEN HAVE
ANYTHING
WORTH EATING
OVER THERE?

YOUR
FAKE FRUIT
IS QUITE
IMPRESSIVE.
BUT...

...BEST
UNDER-
ESTIMATE THE
BACTERIA IN
ROTTERN
FOOD.

SOME
OF THEM
EVEN CAUSE
CONTAGIOUS
DISEASES.

FAKE FRUIT



...OUT
OUT THE
KID STUFF,
YOU TWO.

...SO WHO'S
PAST THEIR
EXPIRATION
DATE?

... "FAKE
FRUIT"?

I'M
GONNA
KILL
YOU!

ON
YEAR!



WOMEN ARE
TERRIFYING...



Okay.
♡



IT SEEMS
LIKE I WON'T
BE BACK TO THE
GREAT TOMB OF
MAZARICK FOR
A WHILE...

...SO
I CAME
TO SAY
GOOD-
BYE.

RIGHT.

I AM
HEADING
OUT TO JOIN
SEBAS AS YOU
ORDERED,
MY LORD.

I'LL ASK
AGAIN.

WHAT IS IT,
SHALLTEAR?



I NEED TO DISCUSS SOMETHING ABOUT OUR NEXT MOVE WITH HIM.

NEXT MOVE ...?

I'M GOING TO BE AWAY FROM THE GREAT TOMB OF NAZARICK FOR A BIT.

...ALBEDO, KEEP AN EYE ON THINGS FOR ME.

AND...

...HAVE DEMURGE COME SEE ME.

GOT IT... SHALLTEAR.

STAY SHARP, DO YOUR JOB, AND COME HOME SAFE.

YES!



IF YOU NEED A COMPANION...

...WOULDN'T SOMEONE GRACEFUL AND BEAUTIFUL LIKE ALBEDO-SAMA BE MORE SUITABLE?

...BUT...

...ARE YOU SURE I'M THE RIGHT PERSON FOR THIS?



...JUST WONDERING, BUT...

...DO YOU CONSIDER HUMANS LOWER LIFE-FORMS?



I SEE. THAT'S WHAT I THOUGHT.

...THERE'S NO ONE I TRUST MORE THAN ALBEDO.

IT'S PRECISELY BECAUSE SHE'S AT NAZARICK THAT I DON'T HAVE TO WORRY ABOUT BEING AWAY.



LOWER LIFE-FORMS!

ALBEDO, HUH...?



SO YOU THINK SO TOO...

HUMANS ARE WORTHLESS TRASH.

INDEED I DO.



AS YOU SAY.

THIS IS A HUMAN CITY, AND THERE COULD BE FORMIDABLE ONES AMONG THEM.

DO YOUR BEST NOT TO PROVOKE ANYONE.

...NABE.

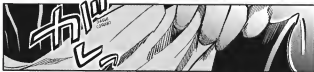


URGH...

THIS IS WHY I CAN'T JUST SEND THEM INTO A HUMAN TOWN...

BUT NEARLY 100% OF THEM ARE HUMAN MONSTERS









WHAT DO I MEAN!? YOU DON'T EVEN KNOW WHAT YOU DID!?

WHAT DO YOU MEAN "WHAT"?

WHAD-DAYA THINK YOU'RE DOIN'!?

HEY, HEY, HEY!



WHAT THE HEH!?

...MY PRECIOUS HEALING POTION, BROKE!

YOU THREW THAT GUY, AND MY POTION...



!

...WILL THIS MAKE YOU FEEL BETTER?



I DEMAND YOU MAKE AMENDS!

AND YOU WENT AND BROKE IT!

I SKIPPED MEALS AND SCRIMPED AND SAVED, DESPERATELY ECONOMIZING, ALL TO BUY THAT POTION TODAY... TODAY!

IT'S JUST A POTION...

KILL



...SO
THAT GUY'S
ACTUALLY AS
TOUGH AS
HE LOOKS,
HUH?



I GUESS
IT'S FINE.

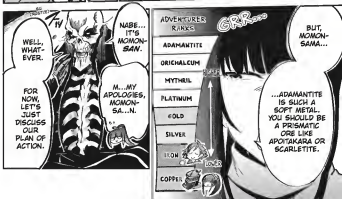


THAT'S
A RARE
COLOR FOR
A HEALING
POTION.



JUST LIKE
BLOOD...

...BRIGHT
RED.



ADVENTURER RANKS

ADAMANTITE

ORICHALEM

MYTHIL

PLATINUM

GOLD

SILVER

IRON

COPPER

GR-R-R-R-R

↑

↓



— SO...

...CARNE
BELONGS TO
THE RE-ESTIZE
KINGDOM...

ONE
REASON
FOR THAT
IS TO OBTAIN
INFORMATION
POWERFUL
PEOPLE
HAVE...

...LIKE
RUMORS
ABOUT
OTHER
YGGDRASIL
PLAYERS
LIKE ME...

...HOW-
EVER...

WE'RE
GOING
UNDER-
COVER IN
THIS CITY
TO BUILD
UP REPUTA-
TIONS AS
FAMED
ADVENTURERS.



...AFTER
THE BATTLE
IN CARNE...

YES...

...ACROSS
THE MOUN-
TAINS IS THE
BAHARUTH
EMPIRE...

...AND
TO THE
SOUTH IS
THE SLAVE
THEOCRACY...
IS THAT
RIGHT?

NONE OF THIS
WORLD'S PLACE
NAMES ARE
FOUND IN NORSE
MYTHOLOGY,
WHICH IS WHERE
YGGDRASIL'S
PLACE NAMES
CAME FROM.

...I FOUND
OUT A LOT
ABOUT THIS
WORLD FROM
THE VILLAGE
HEADMAN.



FOR
THE TIME
BEING...

...OUR TOP
PRIORITY IS
TO SUCCEED
AS ADVENTURERS.

AS YOU
WISH, MY
LORD!

THE
INFORMATION
WE'LL
ACQUIRE WILL
PROBABLY
BE MORE
USEFUL
TOO.

I STILL
KNOW NEXT
TO NOTHING
ABOUT THIS
WORLD...

...BUT ONCE
WE EARN
A HIGHER-
RANKING
PLATE, WE'LL
BE OFFERED
JOBS EQUAL
TO THAT
LEVEL.









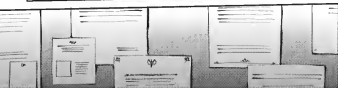


OH!

THEN
PLEASE
SELECT A
SHEET OF
PARCHMENT
FROM THE
BOARD AND
BRING IT
OVER.

... 'SCUSE
ME.

I'M LOOKING
FOR WORK...



I'D
LIKE TO
TAKE THIS
JOB.

WELL,
CAN'T
BE
HELPED

YEAH,
I CAN'T
READ THIS
WORLD'S
WRITING.







I'M THE
LEADER
OF THE
SWORDS
OF DARK-
NESS...

...PETER
MAULK.



DYNE
WOOD-
WONDER
HERE IS A
DRUID.

AND
THIS
IS...

HEY!

THIS
IS THE
RANGER
LUKRUT
VOLVE.



...PETER

...

...CAN
YOU NOT
CALL ME
THAT? IT'S
EMBAR-
RASSING

...

...NINJA,
THE SPELL
MASTER!

...THE
BRAINS OF
OUR TEAM,
A MAGIC
CASTER...



YEAH!

HE HAS
A TALENT,
YOU SEE!

THIS
KID'S A
FAMOUS
MAGIC
CASTING
GENIUS!

HE
HAS A
NICK-
NAME,
HUNT?





...MOMON-
DONG...

...WE'LL BE
TRAVELING
TOGETHER
FOR A TIME,
SO...

...MAY
WE SEE
YOUR
FACE?



WILL YOU
HELP US
OUT?

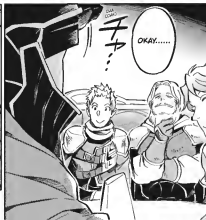
SO IT'LL
BE LIKE
GRINDING
FOR
DROPS?

WE'RE
GOING
TO HUNT
MONSTERS
THAT HAVE
BEEN
POPPING
UP NEAR
TOWN.

NO
PROBLEM.
I'D LIKE
TO WORK
TOGETHER.



...uhh...
RIGHT...



OKAY.....





— INSIDE GIANT E-BANTEL
GRAVEYARD

MM-HM-
HMM!



H'LO!

KHAJ-
CHAN!





STOP
USING
THAT BAS-
TARDIZED
GREETING!

IT'S AN
INSULT TO
THE PROUD
NAME OF
ZURRER-
NORN.

AW,
DON'T
BE LIKE
THAT.



I EVEN
BROUGHT YOU
A PRESENT!



AND
THEN—
WHAT A
SURPRISE!

SHE
WENT
CRAZY!

A CUTE
LITTLE
GIRL WAS
WEARING
THIS, BUT
IT WASN'T
HER
STYLE...

...SO I
DID HER A
FAVOR AND
STOLE IT.



THAT'S...A
CROWN OF
WISDOM—

— ONE OF
THE SLAVE
THEOCRACY'S
GREATEST
TREASURES!

YUP!







SPLENDID,
CLEMENTINE.

IN THAT
CASE...



...WE CAN
PERFORM
THE RITUAL
OF DEATH
SOONER THAN
PLANNED.



I'LL
DO IT.

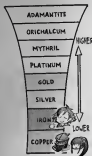
YOU HAVE
MY FULL
COOPERATION.



Adventurers

Adventurer Ranks

A dog tag-like plate is given to all who register at an adventurer guild. The material one's plate is made out of depends on one's rank. All new registrars are given copper plates, but as an adventurer's rank increases, they acquire iron, silver, gold, platinum, mythril, orichalcum, and, finally, adamantite plates.



High-ranking adventurers can take on more difficult missions (with better compensation). This system was created so that people don't lose their lives attempting missions beyond their ability.

Parties

Monsters have various special abilities depending on their type. In order to face as many kinds of monsters as possible, adventurers normally form parties of people with different skills.

As seen previously, low-ranking adventurers cannot work higher-level jobs, so parties are generally formed by adventurers of similar ranks. For financial and other reasons, low-ranking adventurers tend to cluster at certain inns, while high-ranking adventurers cluster at others, so that makes it easy for adventurers to find compatible party members in the places where they're staying.

Social Standing

High-ranking adventurers earn incomes that match their ranks, but no matter how much an adventurer makes, they have a hard time earning people's respect. Of course, there are instances when someone receives gratitude for a job they've done, but that seems to be more directed at the individual who performed the service rather than them as an adventurer. If regularly employed soldiers are like full-time employees, then adventurers are like temp workers.

Since adventurer power is a threat to rulers, adventurers are rarely praised by their nations. In countries where the army has the capacity to take care of monsters themselves, adventurer status is even lower. There are no adventurers in the Slane Theocracy, and the standing of adventurers in the Baharuth Empire has been falling ever since the current emperor came to power.





WE'RE
ENTERING
A BIT OF A
DANGEROUS
AREA.

BE ON
YOUR
GUARD,
JUST IN
CASE.

COLLECTED
Episode: 06



NABE...

MOMON-
SAN...

...MAY I HAVE
PERMISSION
TO BEAT THAT
MOSQUITO
TO A PULP?



WELL,
AS LONG
AS WE
DON'T GET
AMBUSHED,
WE GOT
NOTHIN' TO
WORRY
ABOUT.

AND AS
LONG AS
I'M HERE,
THAT'S NO
PROBLEM.

RIGHT,
NABE-CHAN...?
**AREN'T I
AMAZING?**









HE
TOOK OUT
AN OGRE IN
ONE HIT...?

MON-
SAN...

...THAT
WAS
INCREDIBLE
...



COULD HE BE
ADAMANTITE...?

...HE
MUST BE A
MYTHRIL PLATE
OR MAYBE
@RICHALCUM
NO—

Episode 06
OVERLORD





THERE DON'T EVEN SEEM TO BE THAT MANY MONSTERS.

AND WITH MOMON-SAN, IT SEEMS LIKE HUNTING MONSTERS WILL BE A PIECE OF CAKE!

THIS IS THE TERRITORY OF THE MIGHTY MAGICAL BEAST KNOWN AS THE "WISE KING OF THE FOREST."

THE OTHER MONSTERS ARE SCARED OF IT, SO THEY STAY AWAY.

BUT THANKS TO YOU GUYS, IT LOOKS LIKE I'LL GET TO CARNE SAFELY.

I WANTED TO CHECK ON A FRIEND IN CARNE WHILE I WAS OUT COLLECTING MEDICINAL HERBS...

...BUT I COULDN'T FIND ANYONE WHO WOULD HELP ME.

ONE ACCOUNT SAID IT'S A SILVER FOUR-LEGGED BEAST WITH THE TAIL OF A SNAKE AND IT'S LIVED FOR HUNDREDS OF YEARS...

...IT'S A BEAST THAT CAN USE MAGIC!

SHALBONT EXPRESSED A TERRIBLE AMOUNT OF POWER.

THE WISE KING OF THE FOREST ...?

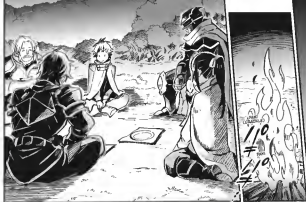
COME TO THINK OF IT, CARNE'S HEADMAN WAS SAYING SOMETHING ABOUT THAT...

I'D LIKE TO MEET THIS CREATURE.

IF IT'S CALLED THE "WISE KING OF THE FOREST," MAYBE IT HAS A CRAZY AMOUNT OF WISDOM.

...CAPTURING IT.

...MIGHT HELP STRENGTHEN NAZARICK'S POSITION...





...COULD I ASK YOU TO PLEASE NOT INQUIRE ANY FURTHER?

...LUKRUIT-SAN...



GASP!

FOR THE LOVE OF — WHY IS SHE BRINGING UP NAZARICK MEMBER NAMES?!

OOH...

SO YOU'RE WITH SOMEONE ALREADY, MOMON-SAN...?



I JUST WANTED TO KNOW IF NABE-CHAN HAD A BOY-FRIEND OR NOOOT!

GET IT OUT!

YOU IDIOT!



OH, THAT...

HEH

LET'S JUST CHANGE THE SUB-BUILDING

...BUT NONE OF YOU HAVE TERRIBLY DARK-LOOKING SWORDS.

SO, YOU GUYS ARE CALLED THE "SWORDS OF DARK-NESS"...



...THE FOUR SWORDS THAT BELONGED TO ONE OF THE THIRTEEN HEROES A LONG TIME AGO.

UH, WE'RE NAMED AFTER...



PLEASE STOP, I WAS YOUNG...

...?

THAT'S WHAT NINJA WANTED







WHY
WHY
ARE YOU
DOING
THIS?
IF IT'S
ABOUT
THE
WORK—

—THE BLINDS OF
E-RANTEL

NYE-HEE-
HEE-HEE!

AW, I'M
SORRY!
I JUST
WANTED
SOME
CORPSES...

...
BECAUSE
...

LOOKS LIKE
YOU'RE THE
ONLY ONE
LEFT!

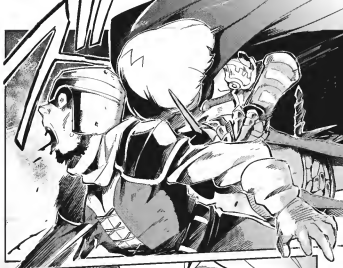
...WHY ARE
YOU SO
INSANE?

OH, I
DUNNO...

...I...
ADORE
KILLING
PEOPLE!
IT'S MY
LOVE...

...AND MY
PASSION
...





— TOO
SLOW.







I CAN'T
BEAT THIS
GUY...

...WITH MY
STILETTO...



WE'RE
GOOD,
THEN.
RIGHT?

...OKAY,
OKAY.
I WON'T
LAY A
FINGER
ON HER!

HURRY UP
WITH THE
RITUAL
ALREADY!



...I'LL
KILL
YOU!



...IF YOU
PULL ANY
MORE UN-
NECESSARY
NONSENSE
...



...A PAIN
IN THE
NECK...



SO
THIS IS
THE FORMER
NINTH SEAT
OF THE BLACK
SCRIPTURE
...?

...SOCIALY
DYSFUNCTIONAL
PEOPLE WITH
HERO-LEVEL
POWER ARE...





I HOPE
SO...

MY
FRIEND
LIVES
HERE...

...?



...A
GOBLIN!



HOLD
IT.





ENRI!



I SEE...

SO THAT'S
WHO HE
KNEW IN
CARNE...







THIS IS
THE NGUNAK
HERB USED
TO PREPARE
POTIONS.

MANY
MEDICINAL
HERBS CAN
BE FOUND
AROUND
CARNE.



...SO
THAT
LOVELY
NABE-CHAN
WILL LIKE
ME MORE.

THEN
I'LL DO A
FLAWLESS
JOB...

SO ONCE
WE FIND
THIS HERB,
MISSION
ACCOM-
PLISHED,
RIGHT?



...
MOMON-
SAN.



MOMON-
SAN...

...ARE
YOU THE
AINZ OOOAL
GOWN-SAN
WHO SAVED
CARNE?



THANK
YOU...

...FOR
SAVING THE
VILLAGE...
AND FOR
RESCUING
ENRI...

HOW
DOES HE
KNOW
MY NAME
...?

NO, I'M
NOT.

I'M—



.....I'M
SORRY I
DIDN'T SAY
ANYTHING.

...WHICH
IS WHY I
REQUESTED
YOU FOR THIS
JOB.

I JUST
HAD TO
MEET
WHOEVER
HAD
POTIONS
LIKE THAT...



...THE
POTION YOU
GAVE TO THE
WOMAN AT
THE INN...

...WAS AN
EXTREMELY
RARE
POTION
THAT CAN'T
BE MADE
USING
NORMAL
METHODS.

...HOW
DID YOU
FIND
OUT?





...?



THE WISE
KING OF THE
FOREST...?

...SOME-
THING'S
COMING.

SOMETHING
BIG IS
CHARGING
THIS WAY!



I KNOW
YOU'LL BE
ABLE TO
HANDLE IT,
MOMON-
SAN...

...BUT
PLEASE
DON'T PUSH
YOURSELF
TOO HARD.



ALLOW
ME TO
COVER
THE
REAR.

MOMON-
SAN.



EVERYONE,
PLEASE RUN
AS FAR AWAY
AS YOU CAN
GET.



AINZ-SAMA...

...YOU
INTEND TO
FIGHT?

THIS IS
A GREAT
CHANCE TO
BOOST MY
REPUTA-
TION.

—GAMU
(LOW)



—HEY,
EASY...

...FEN,
QUADRACLE.

NOW IT'S
TIME FOR
AINZ-SAMA
TO DO HIS
JOB.



I SENT
AURA ON
AHEAD
OF US...

...TO LURE
OUT THE
WISE KING
OF THE
FOREST.



I WONDER IF
I DID A GOOD
ENOUGH JOB
GUIDING IT...

IT'S
TOO BAD—
I KINDA
WANTED TO
KEEP IT...

...BUT IF
IT GETS
KILLED,
MAYBE I
CAN HAVE
ITS PELT.
I'LL ASK...





WE'VE GOT
COMPANY.



A MAGNIFI-
CENT JOB
BLOCKING
MY FIRST
ATTACK...

...THAT
IT WAS.







...DJUN-
GARIAN
HAM-
STER?

ARE
YOU
REALLY
A...



SO
THAT'S
WHAT YOU
CALL MY
RACE, IS
IT...?

...MORE
IMPORTANTLY,
INVADERS!

**WE SHALL
FIGHT TO
THE DEATH,
THAT WE
SHALL!**

Healing Potions

Medicine that heals wounds. When a tiny scrape could make the difference between life and death, potions are one type of item that adventurers think is worthwhile to live frugally for. There are three major types, depending on the ingredients: healing potions made of herbs, healing potions made of both herbs and magic, and healing potions made solely of magic.

- Healing potions made with herbs don't have instantaneous effects, but they are cheap and heal wounds by enhancing the natural healing processes.

- Healing potions made with herbs and magic take effect more quickly than potions made with herbs alone. This is generally the type of potion adventurers drink after a battle.

- Healing potions that use only magic are made by infusing alchemical solutions with magic, and they take effect immediately. It takes a good command of high-level alchemy to produce these, so they cost quite a lot. Since no herbs are used, nothing settles to the bottom of the bottle.



Gods' Blood

A legendary red healing potion. Normal healing potions *always* end up turning blue during the production process—red ones are very, very rare. Many apothecaries have tried to produce Gods' Blood, but none have succeeded, so people joke that "The gods are actually blue-blooded!"

The alchemical solution used to make regular healing potions degrades over time. To maintain quality, Preservation is cast on them, but Gods' Blood doesn't degrade and, as a result, doesn't require a spell.

Without factoring in added value, Gods' Blood sells for eight gold pieces. If the added value is considered, the item becomes so valuable it wouldn't be strange if someone possessing a bottle of it were targeted by thieves.

Lizzy Balance offered thirty-two gold pieces for that Gods' Blood potion. In this world, that amount could provide modest support for a family of three for three years.



Episode: 07

OVERLORD

WE SHALL
FIGHT TO
THE DEATH,
THAT WE
SHALL!



NABE,
FALL
BACK.

FIGHTING
A HAMSTER
WITH BACK-
UP IS TOO
EMBARRASS-
ING.



EVEN...



...IF YOU
REGRET
THOSE
WORDS,
IT'S TOO
LATE TO
TAKE
THEM
BACK.
THAT
IT IS!

SHUN
CHIRIKU













...BUT
IT COULD
AT LEAST
LIVE UP
TO ITS
NAME AS
A "WISE
KING."

WELL,
WHEN I
LOOK LIKE
THIS, IT
MUST BE
HARD TO
TELL WHAT
I REALLY
AM.

...IS
NOT SO
BRIGHT.

HEY!

...WE'RE
DONE.

THE
FIGHT IS
NOT YET
FINISHED,
THAT IT
IS N—













WHAT IS
THAT MAN
DOING?

HE'S
SHOWING
OFF
AN EVIL
BEAST
THAT HE
TAMED.

WHY THIS
HUMILIATION?

WHAT DID
I DO...

...TO
DESERVE
THIS?



UGH...

HONON,
SIR, YOU NEED
TO REGISTER
THAT MAGICAL
BEAST AT
THE GUILD

IS THAT LIKE
REGISTERING
YOUR DOG...?

YES,
I'D LIKE
TO GIVE
YOU YOUR
REWARD,
...COULD
YOU COME
WITH ME
TO MY
SHOP?

WELL...

...WE MADE
IT BACK TO
THE CITY,
SO THE
REQUEST IS
FULFILLED.



THAT? I WAS JUST SWINGING IT AROUND...

NOT THAT I EXPECTED I'D BE ABLE TO MOVE LIKE AN ACTUAL WARRIOR.

HEH HEH!

THOSE LOWER LIFE-FORMS...

...WERE IN AWE OF YOUR SWORDSMANSHIP, AMZ-SAMA!



WELL THEN, SEE YOU LATER!



...HAMUSUKE.

WH
YOU'RE LUCKY YOU DIDN'T HAVE TO FIGHT ME FOR REAL...



...WHAT?!

YOU'RE NOT ACTUALLY A WARRIOR, THAT YOU AREN'T?

WELL, THIS WARRIOR THING IS JUST AN ACT TO HIDE WHO I REALLY AM...
...SO IT'S NOT SUCH A SURPRISE.



...YOU MUST BE TIRED.



IT WAS BUGGING ME FOR A NAME, SO I PICKED "HAMUSUKE"...

POSSIBLE CHOICES
...BUT MAYBE "DAIFUKU" WOULD'VE BEEN BETTER.

YOU'RE JUST A FONT OF BENEVOLENCE, MY LORD.

I, HAMUSUKE... WILL BE EVEN MORE LOYAL!

*DAIFUKU: A KIND OF MOCHI CRISPE GAME² WITH SWIRLY FILLING THAT IS ROUNDER AND FLUFFIER



RIGHT
THIS WAY,
THEN.

THERE
SHOULD BE
SOME COLD
FRUIT WATER
IN THE MAIN
BUILDING.
WOULD YOU
LIKE SOME
BEFORE YOU
LEAVE?

THERE
YOU AAARE!
WELCOME
HOOOME!

SOUNDS
GREAT!



...WHO
MIGHT
YOU BE?



HAHA?

EH~HEH~
HEH~HEH!
I'M...





...HERE
TO KIDNAP
YOU!

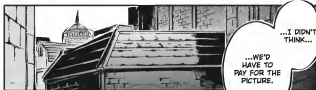
I
WANT
YOU TO
USE THE
UNDEAD
ARMY
SPELL...

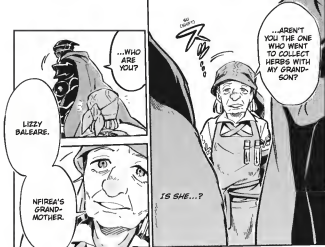
...TO
SUMMON
A LEGION
OF
ZOMBIES!

...!



















NFIREA
...



UNDER-
STOOD.

NARBERAL.



NFIREA!



VINYA...



IT'S
JUST A
LITTLE...

...UN-
PLEASANT
...





EVEN
IF IT'S
TRUE...

...I
WONDER
IF WE'D BE
ABLE TO
FIND HIM IN
THE HUGE
SEWER
SYSTEM...

THAT
MIGHT
JUST BE
A TRICK
LEFT
BEHIND
BY THE
ENEMY.



THAT MEANS
THEY HAVE
SOMEONE...

...WHO
CAN USE
AT LEAST
THIRD-TIER
MAGIC.

CREATE
UNDEAD...



THEY
DIDN'T
BOTHR TO
HIDE THE
BODIES.

THEY
JUST SET
UP THIS
LITTLE
GAME AND
LEFT...

THAT MEANS
THEY DON'T
EVEN FEEL LIKE
THEY NEED TO
BUY TIME.



YOU
SHOULD
TAKE CARE
OF THIS AS
SOON AS
POSSIBLE.

WHAT
IS THAT
SUPPOSED
TO MEAN?



HOW ABOUT
MAKING A
REQUEST?



...THE
BEST
ADVENTURER IN
TOWN.

STANDING
BEFORE
YOU IS...

YOU'RE IN
LUCK, LIZZY
BALEARE.



BUT...

...IT'LL
COST
YOU.



IF YOU
MAKE A
REQUEST,
I MIGHT
EVEN
TAKE IT.







QUIET
NIGHT.

NO UNDEAD
OUT LATELY.



EVEN WHEN
THEY ARE,
IT'S JUST
SKELETONS
AND
ZOMBIES...

WE CAN
HANDLE
THOSE
FINE.

...YEAH.

HUH?



YOU SMELL
SOMETHING
LIKE FRESH
SOIL?





THIS
TIME,
I DO.

THIS
TIME?



HERE'S A
MAP OF THE
TOWN...

...BUT
DO YOU
REALLY
KNOW
WHERE
NPIREA
IS?



.....



SURE.

SORRY,
BUT...

...COULD
YOU GO IN
THE OTHER
ROOM AND
CHECK IF THE
CULPRITS LEFT
ANYTHING
BEHIND?



HUNTING
TROPHIES.



LOOK.



WHAT
ARE YOU
GOING
TO DO?



WHOEVER
DID THIS
MUST HAVE
TAKEN
THEM AS
MEMENTOS
...

BUT
THAT...

...WAS
A FATAL
MISTAKE



I'M
SURE
I DON'T
EVEN HAVE
TO TELL
YOU...

...WHAT
WE'RE
LOOKING
FOR

THIS IS
A LOCATE
OBJECT
SCROLL.



UNDER-
STOOD.



IF THE UNDEAD BREAK OUT OF THE GRAVEYARD, THERE'LL BE TROUBLE.

WE'LL NEED A LOT OF PEOPLE TO HELP IF WE'RE GOING TO SEAL THEM IN.

LIZZY...

...PLEASE TELL AS MANY PEOPLE ABOUT THIS AS YOU CAN.



AS I THOUGHT, THEY WERE MISLEADING US... THEIR REAL AIM WAS THE GRAVEYARD.

THE PLACE IS CRAWLING WITH THOUSANDS OF UNDEAD SOLDIERS.

WHAT ABOUT THE SEWERS?

NOT THAT I REALLY KNOW THE NUMBER, BUT...

WHAT!?



...GOT IT.

DO YOU...

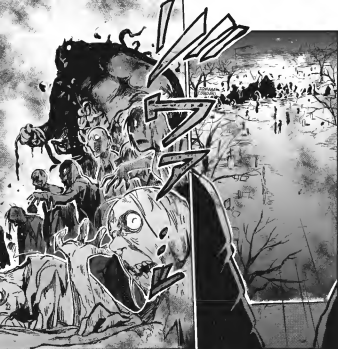
AFTER ALL, THERE'S NO POINT IN ME GETTING INVOLVED IF THERE'S NOT A BIG FUSE.



...HAVE A
WAY TO FIGHT
BACK AGAINST
THE UNDEAD
ARMY...?!

...THIS
RIGHT
HERE
WILL DO,
WON'T
IT?







H-HELP
ME!

SOME-
ON—

ARRRGH-
YAAAGH!



YARGH!



WE'RE
DONE
FOR—





H-HEY!
IT'S NOT
SAFE!

HURRY UP
AND...



NASE...
MY SWORD.







Abilities That People Are Born With — Talents

Talents are powers that exist in this world but did not exist in *Yggdrasil*. Approximately one in every two hundred people is born with one of these abilities. There are many types of talents, from things like predicting the next day's weather with 70% accuracy to being able to speed up the harvest times of grass family grains by a couple of days or using the magic of the dragons who once ruled this world.

These types of abilities are fixed at birth—it's not possible to select or change powers later in life. That means that sometimes talents don't match the natures of the holders.

For example, if someone is born with the talent to boost the destructive power of spells but doesn't have the inclination, ability, or physical strength necessary to become a caster, then they can't make good use of their talent.

Examples of Talents

○ Ninja.....Magic Aptitude

Ninja had a high aptitude for magic thanks to his talent. Spells that would normally take eight years to master, he did in four.

Famous as a genius magic caster, Ninja's nickname was "The Spell Master," but being called that embarrassed him. This is a tangent,

but Ninja was an example of someone whose latent abilities matched his talent very well. If he could have grown up, he might have achieved hero-level powers and rivaled the great magic casters of the Baharuth Empire.

○ Nfirea Balzare.....Use Any Magic Item

Some magic items have racial limitations on who can use them, or sometimes the limitation is unique to the item type—for example, to use a scroll, one has to have mastered the magic rite it comes from, or it won't work. However, thanks to his talent, Nfirea can use any magic item. He could even use items that require royal blood or the Staff of Ainz Ooal Gown, which normally only the guild master can use.

○ Nigun Grid Lewin.....Strengthen Summoned Monsters

Nigun, captain of the Saelele Scripture, summoned monsters that were ever so slightly more powerful than normal summons. For that reason, he had a lot of confidence in his monsters—until he met Aina.



ズッ...

—ONE DAY, IN
THE GREAT TOMB
OF NAZARICK'S
THRONE ROOM

WHAT...!?

WE'RE
GETTING
MADE...
INTO AN
ANIME
...!?!?

Episode 07.5
[OVERLORD]

...I JUST
RECEIVED
NOTICE FROM
AINI-SAMA.

IN
JULY OF
2015...



CONGRATS
ON THE
ANIME
ADAPTATION!!

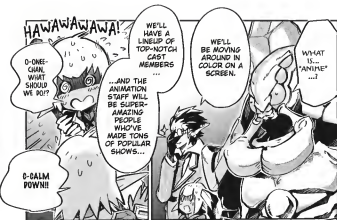
...NAZARICK'S
ENTIRE ARMY
WILL...

...ADVANCE
ON THE
ANIME
INDUSTRY
!

おお!
OOH!

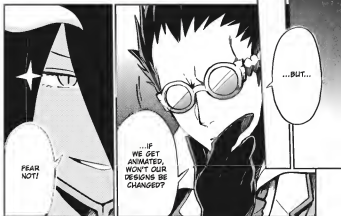
EEP-

???











— THAT NIGHT —





The Six Gods

Six major gods descended to this world six hundred years ago. They rule light (or life), darkness (or death), fire, wind, water, and earth. They created the foundations of the Slane Theocracy. The items they left behind are known as sacred relics and are kept under lock and key.

Ainz suspects these Six Gods were players transported to this world like himself. Though six hundred years have passed, grotesques have no notion of life span, and some clans have extra life expectancy, so it's even possible that the Six Gods could still be alive.

The Six Gods and the Slane Theocracy

The Slane Theocracy is a religious nation that believes in the Six Gods. The other countries in the area, such as the Re-Estize Kingdom and the Baharuth Empire, believe in the Four Gods. There is, of course, a reason for this, which will be discussed later.

The Slane Theocracy's national policy is that the human race must prevail and prosper over all other races. Unlike the world in which Ainz once lived, in this one, humans are considered one of the inferior races. The reason they live in open fields where there is nowhere to hide is because they aren't strong enough to survive in the mountains or forests. There are also countries made up of subhumans and grotesques which prey on humans.

The reason a superior race hasn't taken over the world is that, when the Eight Kings of Ararice tried to rule it five hundred years ago, the ensuing struggle resulted in diminished power across all races. Additionally, the Eight Kings of Ararice treated humans rather well, in a way—subhumans and grotesques were even hunted.

In order to protect humans from the threat of other races, the Slane Theocracy binds people together with faith.

If the Six Gods are still behind the Slane Theocracy, and if they really are players, it's possible that the country is using their power to create warriors comparable to level-100 players. For this reason, Ainz is keeping his eye on them.

OVERLORD ②

Art: Hugin Miyama
Original Story: Kugane Maruyama
Character Design: so-bin
Scenario: Satoshi Oshio

Translation: Emily Ballistrieri • Lettering: Brndn Blakeslee

This book is a work of fiction. Names, characters, places, and incidents are the product of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is coincidental.

OVERLORD Volume 2

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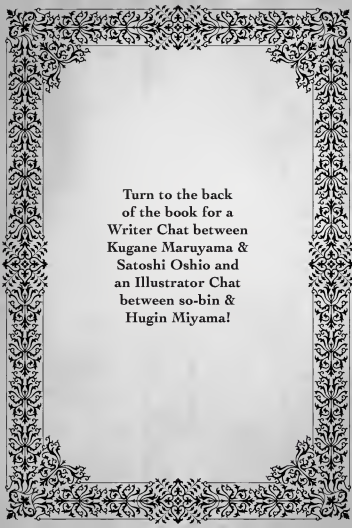
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BVS

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Turn to the back
of the book for a
Writer Chat between
Kugane Maruyama &
Satoshi Oshio and
an Illustrator Chat
between so-bin &
Hugin Miyama!



Drawn by so-bin
Aina, Shulltzen, and Albedo

The Anime and Manga Versions from the Character Designer's Point of View

Miyama: I'm really looking forward to seeing the *Overlord* characters move around in the anime. Is there anything in particular you're excited for?

so-bin: There are so many people involved in making an anime. For starters, there are the directors and the animation staff, then there are the people doing designs for characters and creatures, the people who make the backgrounds, the people who make the music—all kinds of people are giving their all for this project. So I'm looking forward, in a general way, to seeing what happens when all of these people come together. I think a lot of it will come down to how the scenes are directed. This is a hardcore story that will be difficult to adapt, but I'd be so happy if it turns out to be the kind of series you want to watch over and over again.

Miyama: And please let me know—is there is anything you're hoping for from the manga..?

so-bin: Even though I have the idea of the *Overlord* world in my head, there are still so many things I haven't quite been able to visualize. So when I read the first chapter of the manga, my first thought was, "Thank you for giving all of this shape at last!" I think you have a part heavily featuring Nabe coming up and some dynamic scenes—I'm excited for Hamanuke, too!

His Encounter with Overlord and Behind-the-Scenes on His Design Process

Miyama: What do you think of Overlord's plot?

so-bin: When I first got offered the job, I wasn't sure if I should take it or not. I was like, "It's a story where some bones do some stuff or something." What is that about? But then, I cried reading the web version and got pretty into the scenes where Shalltear talks a lot. I got hooked and ended up reading the whole thing. It was so interesting that I'd sit at work reading instead of doing my job—I was surprised. I'd be reading on the train and find myself going "heh-heh!" [laughs] Then, once I thought it was interesting, I was like, "So now you're gonna draw this...?" It has horror elements, but it's also funny and has some slice-of-life parts, yet there's a darker underbelly, so the world is accepted in this perfect mixture. Also, I think it's quite a feat that the web and book versions are different. By the time you get to Volume 6, it's insane. And he did a whole volume of lizardmen! That was amazing!

Miyama: Each of Overlord's characters have their charms, but is there anything specific you pay attention to or get particular about while designing them?

so-bin: Maruyama-san's text helps me out a lot. All I do is read what's there and draw exactly what pops into my head...

Miyama: Are there any characters that were particularly hard or fun or that you are particularly fond of? I'd really like to hear some production secrets.

OVERLORD

so-bin: When I look at them now, I can't help but think, "That looks crummy," or, "Couldn't you have done a little better?" about some things, but I'm attached to all of them, so I like them all. There's this one character called the "Duke of Terror." Maybe it's because I once drew him with tears streaming down my face! But I'm glad he got popular.

Miyama: Please teach me your tricks for how to make Lord Ainz look cool!

so-bin: You need fighting spirit. But I'm not sure if I'm even managing to draw him cool.

Miyama: What's your favorite illustration you've done for Overlord so far?

so-bin: The cover for Volume 4 is the only one I can see even now and think, "Wow, nice job."

Miyama: What kind of exchanges do you have with the author?

so-bin: He sometimes treats me to a meal. And every time he gets pissed, he tells me to work till I vomit blood. Thanks to that, I'm getting a lot done. I'm truly grateful.



The cover illustration for Volume 4 that so-bin mentioned as his favorite

Illustrator Chat

Overlord character designer so-bin gives rapid answers to Overlord manga artist Hugin Miyama's many questions!

Interviewee: *Illustrator of the novel version of Overlord*

so-bin

Interviewer: *Artist of the manga version of Overlord*

Hugin Miyama

(OVERLORD)

Getting Closer to the Secrets of the Ever-Disciplined so-bin

Miyama: What got you started drawing illustrations?

so-bin: I graduated high school and became a regular desk jockey, but I really wanted to be a graphic designer—and I was under the mistaken impression that graphic designers had to be able to draw. I guess that's how I started. I didn't have even the slightest idea illustration itself would end up being my job.

Miyama: Do you have artists you like or artists who have influenced you?

so-bin: There are a lot, both Japanese and from other countries. And not only illustrators, but people in the credits on anime, games, or movies, and some people I know personally. Once I started drawing, I began to take more interest in all kinds of art, so I'm constantly being stimulated by new things.

Miyama: You upload a lot of sketches and things to your website, including some that are quite studious. Do you practice drawing every day? And how long would you say you spend drawing per day?

so-bin: I learned a few years ago that, sadly, if you don't draw every day, your art doesn't improve. So while I don't worry too much about how much time I spend, I do practice every day...because I'm always hummed out about how much I suck. I don't have the basics down, so I feel like I still need to look at all kinds of different things and practice a lot. If I weren't doing Overlord, I don't think I'd be a pro illustrator, so I want to show how grateful I am by improving as much as I can.

1 Shōsetsuka ni Nari: A site where users can browse and post stories for free. There are over 300,000 works uploaded. The web version of *Overlord* is still being updated there.

2 "Reimei": *Kagetsu Tōya* is a fanlink for the Type-Moon visual novel *Tsukihime*. Three player-created scenarios were selected for inclusion, and Maruyama's "Reimei" was among them.

3 D&D replay novels: A genre that is not fiction but a record of tabletop RPG (e.g. *Dungeons & Dragons*) sessions.

4 F-ta the editors: A female editor who creates hits mainly by turning web novels into published books. She is known for being very passionate about the content, and there are many delightful anecdotes about her. She is loved by authors and readers alike. Other projects of hers include *Maoi* and *Ninja Slayer*.

5 Clementine: One of the leaders of the heretical religious group *Zuremorn* (to the left in this picture). A cruel female warrior who has absolute confidence in her stabbing weapon combat skills.



6 Log Horizon tabletop RPG replay: A replay series where Mamare Toano, the author of the *Log Horizon* novels, is the game master. *Kagane Maruyama* and three other authors participate. There are currently four volumes out.



7 Cocytos: Guardian of Nazarick's fifth level. A warrior with an insect-like appearance and a conscientious personality.



8 Enterbrain: A Kadokawa-brand company in Japan that publishes the *Overlord* novels. In addition to light novels, they also often have publications focused on video games.

Ouhio: And finally, a message for *Comptiq* magazine readers, please.

Maruyama: Mine is one of the more offbeat titles in *Comptiq* and *Comptex*, etc., but if you enjoy it, that makes me happy.

-
- Oshio: So then, where do you find these weirdos? Do you observe people around you?
- Mariyama: Nobody's that weird. [laughs]
- Oshio: So it's your imagination?
- Mariyama: Yeah, it's imagination. Pretty much all the characters in *Overlord* are strange, especially the women—the more beautiful they are on the outside, the more warped they are on the inside. Not that I set out to make it that way..
- Oshio: So I'm going to ask you straight up: Do you already know how the *Overlord* novels will end?
- Mariyama: Of course. I have the main plot points from beginning to end all done in my head. If you don't have that, you can't foreshadow.
- Oshio: Aha. How many volumes do you think it will take to get there?
- Mariyama: The next one coming out is Volume 9, so I think it'll probably be about nine more! Ainz's story will still continue, but *Overlord*, at least, will end there.
- Oshio: The pace now is about a book every four months?
- Mariyama: Yes. But up until now, I've only been editing and adding to what was already published online. After Volume 9, I don't have that stock, so the pace will probably change.

(OVERLORD)

The Overlord World Expands into Anime and Manga

- Oshio: How did you feel when you heard *Overlord* was getting an anime?
- Mariyama: I thought, "Enterbrain" is awesome! [laughs] I'd talked with my editor at some point, like, "It'd be cool if it got turned into an anime..." But before I knew it, things got rolling, and it was decided. It's a strange book, so I'm looking forward to seeing how the anime ends up. I think animating the spells and whatnot will be particularly tricky.
- Oshio: How much will you be involved in the anime production?
- Mariyama: I attend the script meetings every week.
- Oshio: What kinds of stuff do you say in them?
- Mariyama: I mostly answer questions the director has about *Overlord* lore. I told him a lot of things. For example, I told him some of the stuff that will be revealed in the final volume. Now and then, he'd ask me a pointed question, and I'd be like, "Ask my past-self from three years ago," and almost had to escape. Oh, and about the voice actors—the drama CDs that came with the deluxe editions of the books were perfect, so I didn't have any complaints.
- Oshio: What do you think are the main differences between the *Overlord* novels and the anime and manga?
- Mariyama: Definitely the way it's represented. In words, all I have to do is write "an army of 100,000," but for the manga or anime, they have to show that with pictures. It must be tough. Oh, and Albedo. I don't remember writing such a cute lady character. I was surprised how cute she was in the manga.
-

-
- Oshio: Do you sometimes roll the dice, like in a tabletop RPG, and end up with a stranger character?
- Maruyama: I don't create characters for my novels with dice. [laughs]
- Oshio: By the way, do you have a favorite type of character in tabletop RPGs, one that you tend to use when you play?
- Maruyama: I don't, actually. No matter what character I play, I'm a gag character announcing my presence like, "Hey, Kugane Maruyama is here!" If you read the *Log Horizon* tabletop RPG replay,⁴ you'll kinda get what I mean...to throw in a plug. [laughs]

The Secret Origin of Overlord Characters

- Oshio: So I'd like to ask if there were any scenes that you had a hard time writing. Or any that went really smoothly?
- Maruyama: I always have a hard time. Really. Emotional scenes are especially hard.
- Oshio: So, scenes where characters are sharing their emotions are difficult, huh?
- Maruyama: Yeah, it's tough to write emotions that readers will find believable.
- Oshio: But the protagonist, Ainz, is undead, so his emotions don't vary too much in the first place, right?
- Maruyama: Well, he still has functioning emotions. Strong ones are just suppressed—it's not as if all his emotions are gone. Put another way, it's just that the big mood swings are contained.

OVERLORD

- Oshio: So, Ainz looks like a skeleton. What made you decide on those visuals?
- Maruyama: I wanted to create the strongest protagonist. Normal people die if they get stabbed. And they get tired if they don't sleep, but while they're sleeping, they could be killed. They can be poisoned. So that's why he ended up as an undead who doesn't require food nor sleep.
- Oshio: I see. So you were thinking about all this from the very beginning. If you had to pick a favorite character out of all of them, including Ainz, who would it be?
- Maruyama: I love all my characters. But if I start to feel like I don't need someone to drive the story along anymore, I kill them off. [laughs]
- Oshio: And who do you fanboy the most?
- Maruyama: I like Cocytus.⁵ [laughs]
- Oshio: That's a good answer. [laughs] He's the least human-looking, but in some ways, he's the most human.
- Maruyama: Yeah, he's a good guy.
- Oshio: I don't think he ever says anything wrong.
- Maruyama: He's doing the best he can, in a lot of ways.
- Oshio: Do the characters ever reflect a part of yourself?
- Maruyama: I don't think so. I'm not that weird. [laughs]
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The Story's Theme and the Author's True Intentions

Oshio: So I'd like to look a little closer at your work's content here. Your first original novel, *Overlord*, has this MMORPG motif. Have you played quite a few of them yourself?

Maruyama: I've tried a few of the well-known ones, but I always felt like you could do more in a tabletop RPG. So actually, even when I tried them out, I usually quit right away.

Oshio: So you really like tabletop RPGs, huh? Okay, if you had to give the theme of *Overlord* in a nutshell, what would you say?

Maruyama: "The strongest taken to extremes," I suppose. Or "survival of the fittest," "might makes right," that sort of thing. I guess it's a bit immature.

Oshio: "The strongest" as a genre does feel like it has been taken to extremes, but this goes even further.

Maruyama: Well, when I started writing *Overlord*, there was no standout story for the "strongest army" genre yet, or at least probably not. Then again, I can't say I've read every last one, web-published stories included, so maybe there was one, but...

Oshio: What's the difference between other "summoned to another world" series and *Overlord*?

Maruyama: The protagonist is evil, and not just "dark hero" evil, either. That said, I'm thinking that from the reader's perspective—from my point of view, I'm not writing him as evil. Like I mentioned before, the basic tenets in the *Overlord* world are "survival of the fittest" and "might makes right." In a world where the struggle for existence is so intense, being weak is bad.

(OVERLORD)

Oshio: Ah, I see. Ainz rules through power; he's not trying to be liked. Other than that, is there anything that you try to do when you write or that you pay specific attention to?

Maruyama: To never go halfway. I'm aiming for "the strongest" taken to extremes! My editor, P-ta,⁴ says this, too, but she says it more nicely to me—like, "You don't have to hold back!" [laughs]

Oshio: I was really on the edge of my seat during the Lizard Village arc.

Maruyama: Yeah, that was brutal.

Oshio: I think you took it right to the edge. It was certainly original; it was structured in a way I've never seen done before.

Maruyama: I know there won't be a lot of people who'll be on board with me, but I'm going there for those who are, yep.

Oshio: Anything else?

Maruyama: Umm, I kill female characters, too! They just never seem to die in light novels.

Oshio: You definitely don't discriminate based on gender. Women getting killed is the flip side of the fact that there are some women stronger than men in this series. It makes for a very gender-free world. Did it turn out that way subconsciously?

Maruyama: Yeah, I guess it did.

Oshio: Especially Clementine⁵ in Volume 2. She seemed really strong.

Maruyama: What a horrible death she died.

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- Oshio: I see. After that, there were ten years during which you didn't write anything, and then you wrote *Overlord*. What led to that?
- Maruyama: The type of book I like didn't exist, so I figured I would write it. Also, I couldn't get my tabletop RPG group together, so we couldn't play.
- Oshio: Do you read a lot of books?
- Maruyama: More web novels than books.
- Oshio: So the stories you read are usually from *Naruto* or another site like that...
- Maruyama: Or sometimes fanfic, etc. I've always liked fanfic, so I've been reading those kinds of stories for a long time.
- Oshio: What kinds of original fiction do you like?
- Maruyama: I guess ones like *Overlord*, where the protagonist is super strong and could even be said to be the strongest.
- Oshio: So you were reading various things but couldn't seem to get hooked, and that's why you started writing your own.
- Maruyama: I think it's because I'd always feel dissatisfied, thinking, "If it were me, I would've done it this way instead." For example—if a protagonist who was just transported to another world appears before the king and acts arrogant, that just feels weird to me.
- Oshio: The protagonist in *Overlord* is a regular salaryman on the inside, so he always has some worry on his mind while he's speaking. But so, you're saying that, if you had found your ideal story, you might not have written *Overlord*?

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- Maruyama: Yeah, of course not. I think the dissatisfaction is what was driving me.
- Oshio: Are there other things besides Type-Moon games and web novels that inspired you?
- Maruyama: Tabletop RPGs. I've been playing D&D forever. I think I've probably been influenced by replay novels,³ too.
- Oshio: What tabletop RPG were you into the most?
- Maruyama: Probably *Sword World*, which I played back in high school.
- Oshio: Oh, I've read one of those rulebooks. Like, "Slimes ooze out between the crevices in a cavern's rock wall and maul adventurers until only their metal is left, so slimes can drop metal." It was really interesting. So you played the most in high school?
- Maruyama: Yeah. I was in a club. We'd play from 3 PM to around 8 PM, so five hours a day, five days a week.
- Oshio: Five hours! By the way, what club was that?
- Maruyama: The literature club.
- Oshio: Oh! I see. Sounds kind of like a light novel (laughs), doing various things under the guise of a lit. club. I so would have wanted to be in a club like that.
- Maruyama: I'm still in touch with those guys. In fact, we still play D&D together.
- Oshio: Was your experience playing tabletop RPGs useful for developing your imagination?
- Maruyama: Probably, I guess.
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Writer Chat

Overlord creator Kugane Maruyama
and author of the manga script Satoshi Oshio
meet for the first time!

Interviewee: Overlord author

Kugane Maruyama

Interviewer: Scriptwriter for the Overlord manga

Satoshi Oshio

(OVERLORD)

People in the Know, Know! The Roots of Dual-Job Author Kugane Maruyama!

Oshio: Before I start with questions...it says in your profile that you're a salaryman, but you're really wearing a suit and everything—you're very put together! [laughs] I meet a lot of visual artists in my line of work, and they're always so weird that I don't quite know how to deal with them. I half-expected you to show up dressed like dark lord Ainz or something.

Maruyama: I've gone out drinking with some writers from *Shōsetsuka ni Narō*,¹ and they all have it pretty together.

Oshio: So around when was it that you started writing novels while still juggling a busy work life?

Maruyama: It was about five years ago, in May of 2010.

Oshio: I hear you participated in a Type-Moon project before that.

Maruyama: The mini-scenario I submitted for *Kapeta Tōya*, "*Reven*,"² got picked up, but that was fourteen years ago, and I hadn't written anything since then.

Oshio: So was doing that project for Type-Moon what got you started writing stories?

Maruyama: At the time, I just liked Type-Moon games. And they just so happened to be looking for stories to include in *Kapeta Tōya*, so I thought, "Okay, I'll give it my best shot!"

Oshio: Did you do anything to train up, like read books about how to write?

Maruyama: I've sworn to myself that I'll never read one of those. And as for training, there isn't anything I've written that I would say was specifically for practice.

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OVERLORD Special

Writer Chat

Kugane Maruyama

Satoshi Oshio

Illustrator Chat

so-bin

Hugin Miyama

